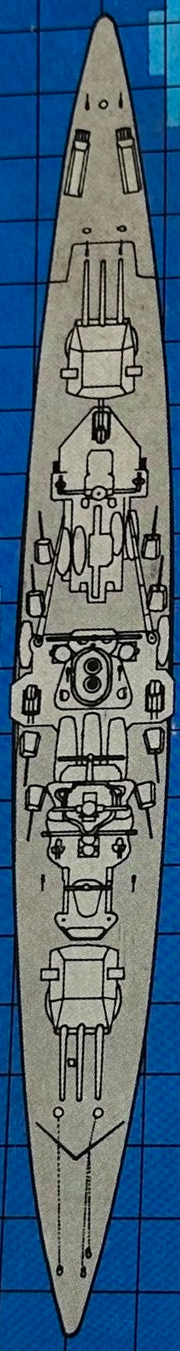
PURSUIT OF THE GRAF SPEE™

A COMPUTER STRATEGY SIMULATION OF WORLD WAR II'S FIRST GREAT NAVAL BATTLE



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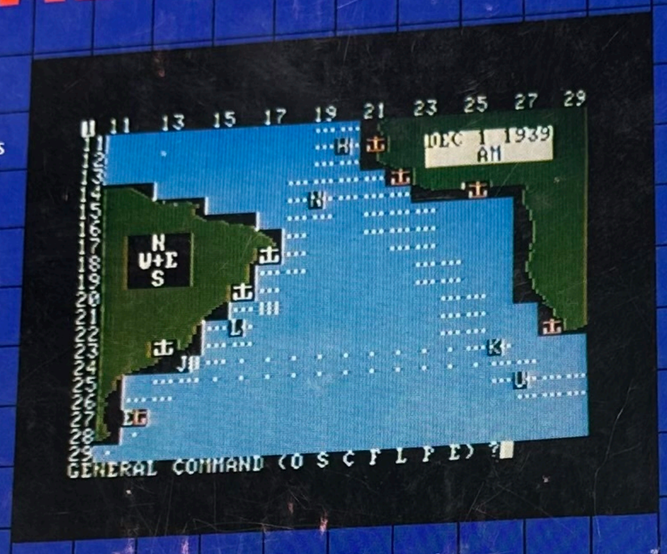
STRATEGIC SIMULATIONS INC

BEFORE BISMARCK, THERE WAS THE GRAF SPEE.

When we first introduced **Computer Bismarck**™, it caused quite a stir among strategy gamers. It now stands as one of the most successful computer simulations ever made.

Where Computer Bismarck re-created the epic hunt for Hitler's most powerful warship, PURSUIT OF THE GRAF SPEE™ pays tribute to the first great naval battle of World War II.



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However, we've added a remarkable tactical combat system. Like a real naval battle, firing is done from individual sets of guns, each with differing characteristics and accuracy. Torpedoes are also at your disposal. When it comes to calculating ship damage and its effects on firepower, communications and speed, you simply leave all the work to the unerringly fast computer.

There's even a feature that nicely bridges the innovation of computer wizardry and wargaming tradition: You can resolve all battles by using your own World War II naval miniatures. Just enter the results of your off-line combat and the computer will incorporate them into the strategic game.

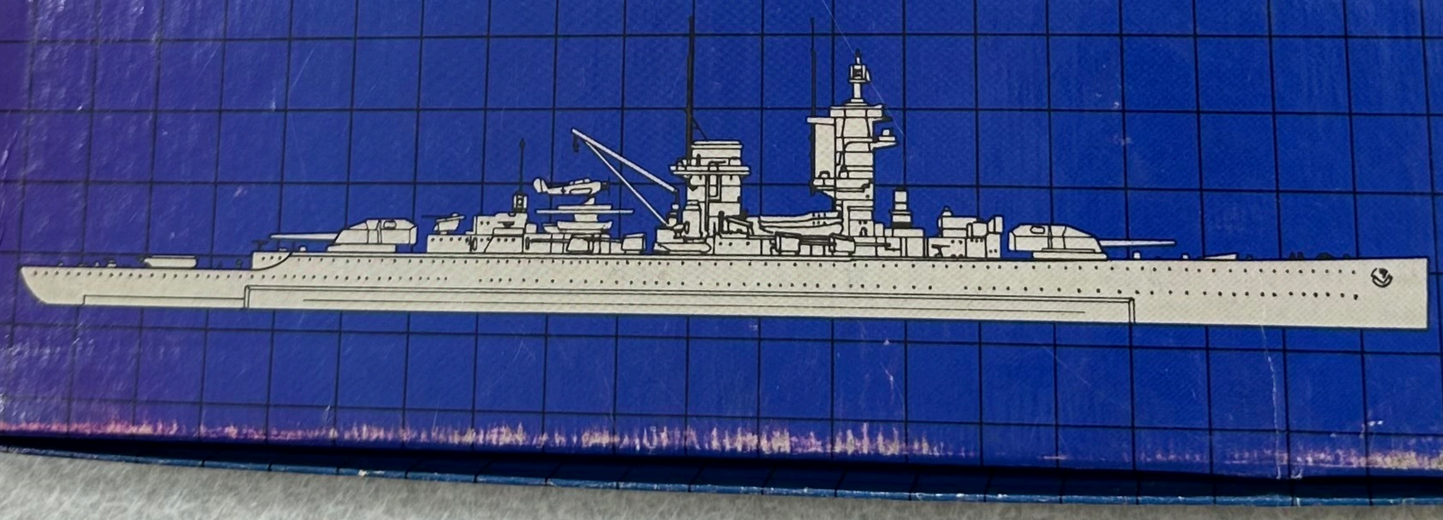
The game contains two scenarios, all played on a 19-by-19 square-grid map of the South Atlantic displayed in colorful Hi-Res graphics. The first goes from December 1st to the 25th, which recounts the entire historic chase. Here, shadowing, pursuit and elusive maneuvers are your primary concerns.

The second simulates the Battle of the River Plate, where the Graf Spee — already located — must deal with the Royal Navy's Exeter, Ajax, and Achilles.

Finally, the solitaire scenario lets you match wits against the computer as it directs the Graf Spee. At the end of the game, Graf Spee's path will be displayed, a pleasant elucidation and consolation for those who weren't able to locate this elusive prey.

We wish you the best of luck on your hunt.

GAME CONTENTS:
5¼" Program Disc
Rule Book
2 Data Cards



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Option to resolve battles using your own naval miniatures.
Campaign game (Dec. 1, 1939) and Battle of the River Plate (Dec. 13).
Two-player and computer-as-opponent (solitaire) versions.
Ability to save game in progress for resumption later.
Compute-controlled mapboard of the South Atlantic.
Hidden movement, varying weather conditions.
Fuel restrictions and refueling at sea.
Shadowing and tactical ship-vs.-ship combat using guns and torpedoes.

PURSUIT OF THE GRAF SPEE

PURSUIT OF THE GRAF SPEE™ is designed by Joel A. Billings.

- Intermediate Level
- Playing Time: 1 to 2 Hours

A COMPUTER STRATEGY SIMULATION

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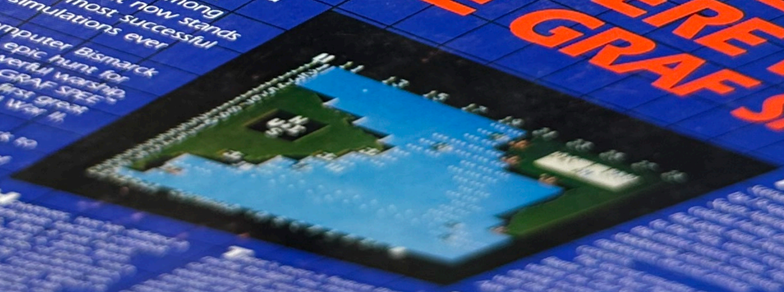

PURSUIT OF THE GRAF SPEE™

ORDERS SUMMARY CHART

General Commands

O — *Order Ships*
S — *Order a Single Ship*
C — *Check Ship Status*
P *(British Only)* — *All Ships Enter Patrol Mode*
L # # # # *(British Only)* — *List All Ships In Square # # # #*
F — *Finished (End Order Entry Phase)*
E — *End Game*

Movement Commands

N — Move One Square North
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NW N NE

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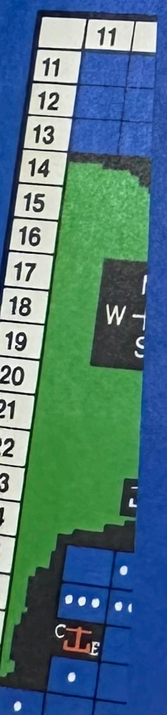
X — Return To General Command Menu

NW N
W G
SW S



DECEMBER 1 SET-UP

PURSUIT OF THE

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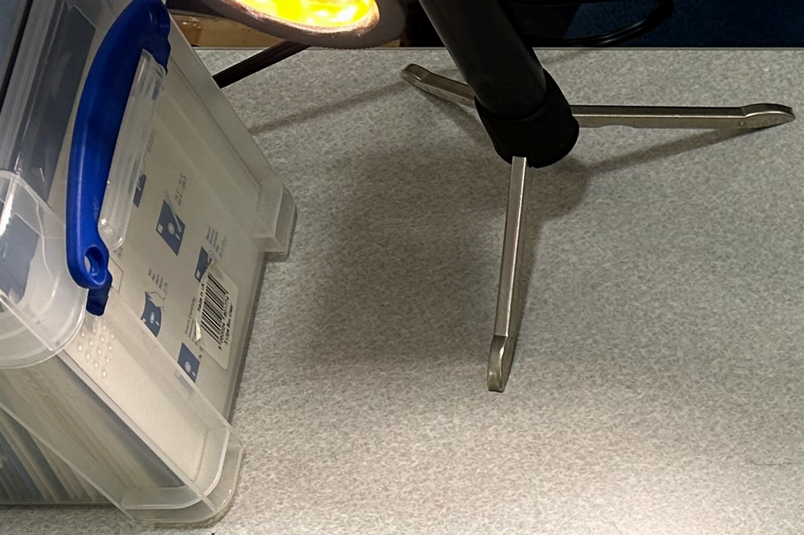
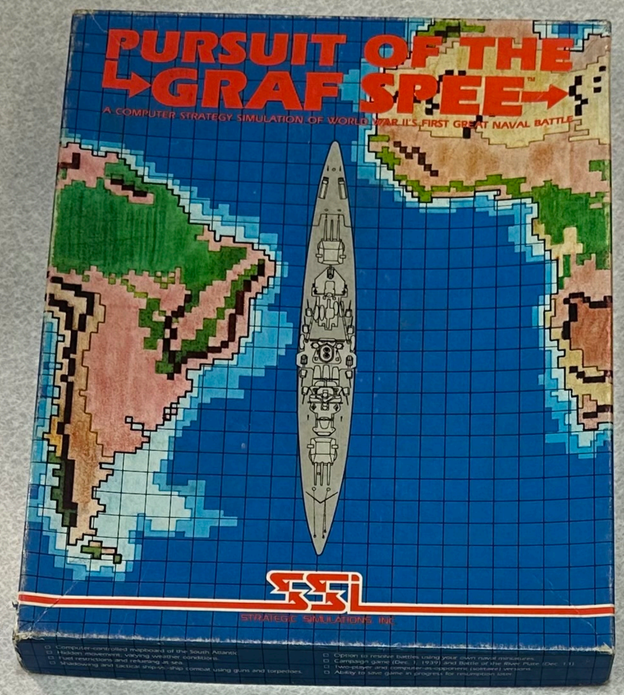
A COMPUTER STRATEGY SIMULATION OF WORLD WAR II'S FIRST GREAT NAVAL BATTLE

GRAF SPEE

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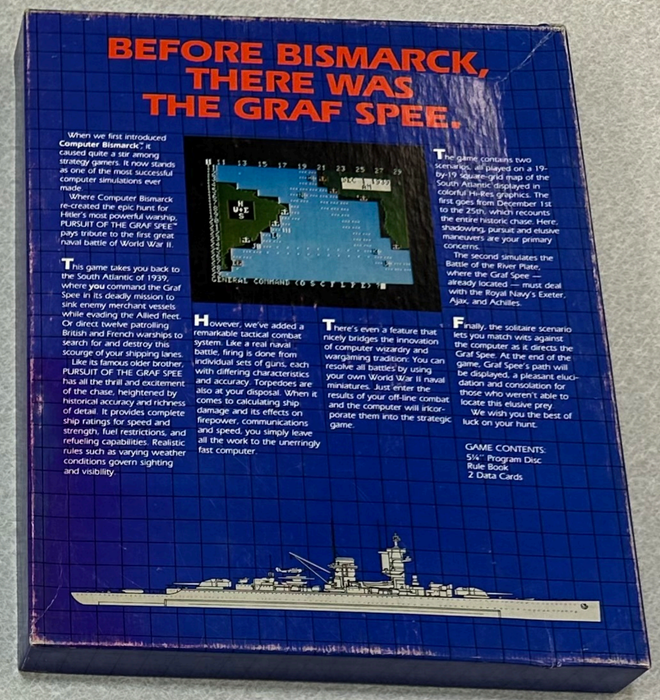
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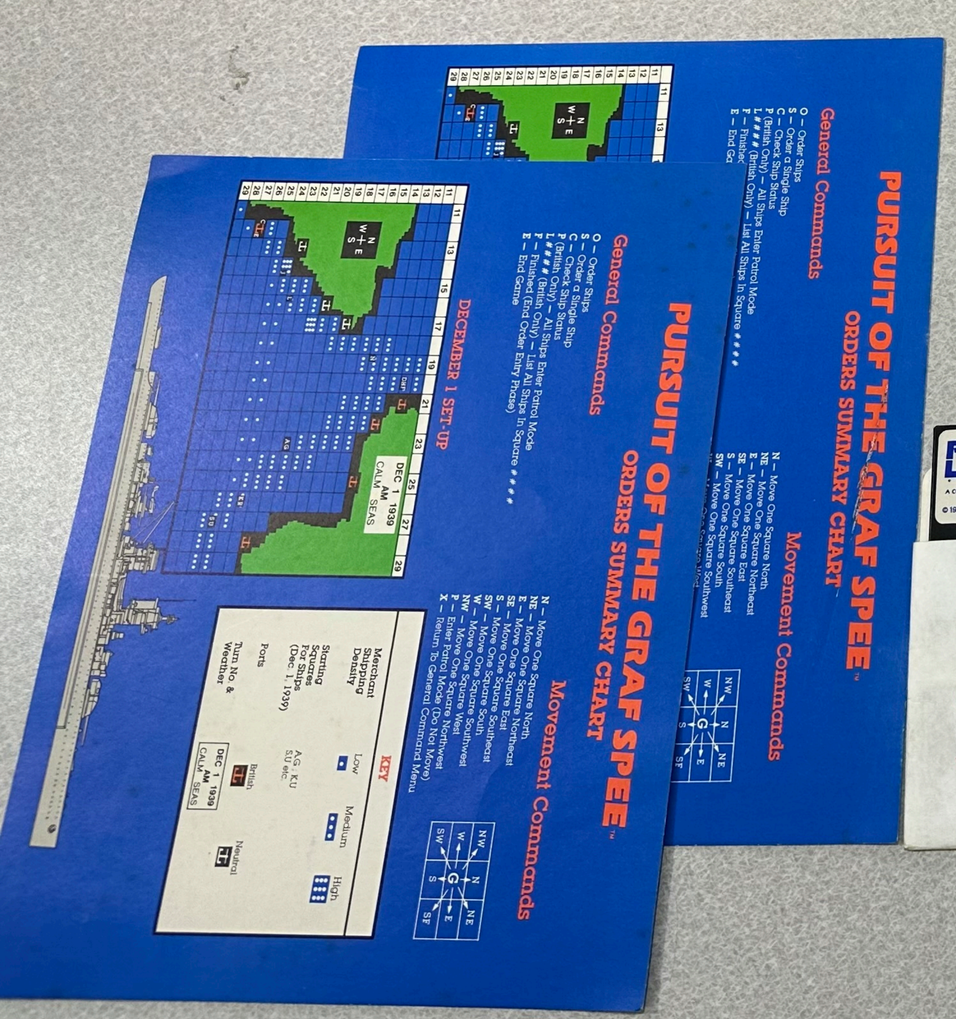
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General Commands
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DECEMBER 1 SET-UP
KEY
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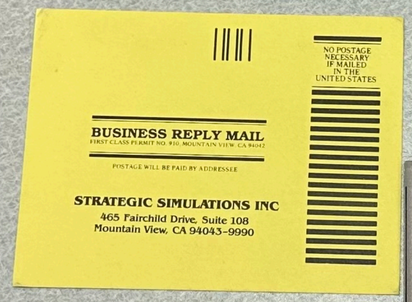
You never thought your computer could be this exciting!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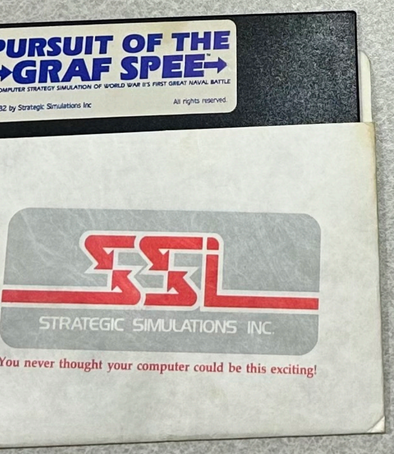
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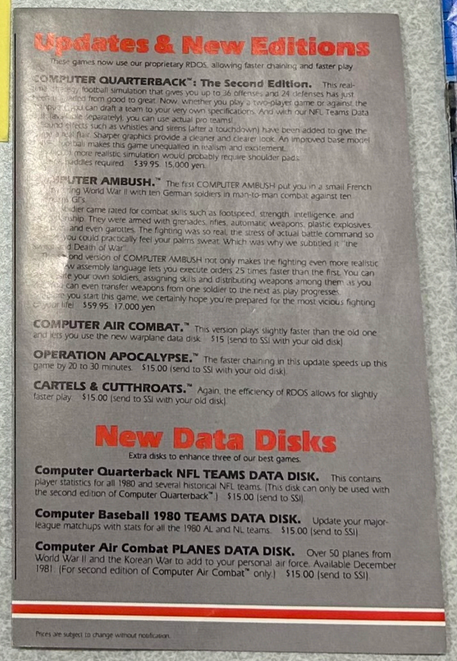
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These games now use our proprietary RDOS, allowing faster chaining, and faster play.
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COMPUTER AIR COMBAT.™ $15 (send to SSI with your old disk)
OPERATION APOCALYPSE.™ $15.00 (send to SSI with your old disk).
CARTELS & CUTTHROATS.™ $15.00 (send to SSI with your old disk).
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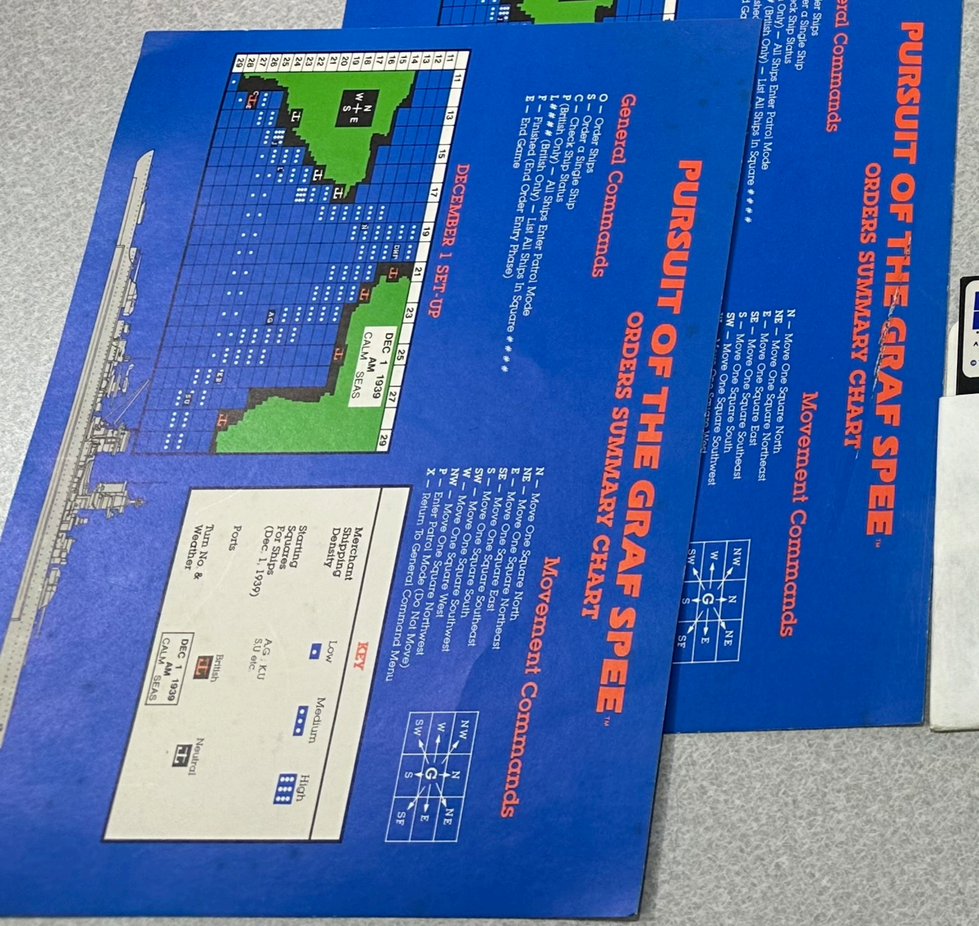
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L### (British Only) — All Ships in Square ####
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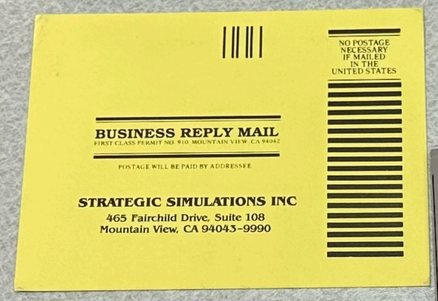
NW — Move One Square Northwest
P — Enter Patrol Mode (Do Not Move)
X — Return To General Command Menu
KEY
Merchant Shipping Density
Low
Medium
High
Starting Squares for Ships (Dec. 1, 1939)
AS, KU
SJ, etc.
Ports
British
Neutral
Turn No. & Weather
DEC 1 1939
AM
CALM SEAS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Updates & New Editions

These games now use our proprietary RDOS, allowing faster chaining and faster play

COMPUTER QUARTERBACK™: The Second Edition. This real-time strategy football simulation that gives you up to 36 offenses and 24 defenses has just been upgraded from good to great. Now, whether you play a two-player game or against the computer, you can draft a team to your very own specifications. And with our NFL Teams Data Disk (available separately), you can use actual pro teams!

Sound effects such as whistles and sirens (after a touchdown) have been added to give the game a real flair. Sharper graphics provide a cleaner and clearer look. An improved base model of NFL football makes this game unequalled in realism and excitement.

In fact, a more realistic simulation would probably require shoulder pads.

Game paddles required. $39.95. 15,000 yen.

COMPUTER AMBUSH.™ The first COMPUTER AMBUSH put you in a small French village during World War II with ten German soldiers in man-to-man combat against ten Americans GI's.

Each soldier came rated for combat skills such as footspeed, strength, intelligence and marksmanship. They were armed with grenades, rifles, automatic weapons, plastic explosives, mines, and even gatlings. The fighting was so real, the stress of actual battle command so [illegible] you could practically feel your palms sweat. Which was why we subtitled it "the [illegible] and Death of War."

[illegible] and version of COMPUTER AMBUSH not only makes the fighting even more realistic [illegible] new assembly language lets you execute orders 25 times faster than the first. You can also create your own soldiers, assigning skills and distributing weapons among them as you [illegible] can even transfer weapons from one soldier to the next as play progresses.

[illegible] you start this game, we certainly hope you're prepared for the most vicious fighting [illegible]fel. $59.95. 17,000 yen.

[illegible]PUTER AIR COMBAT.™ This version plays slightly faster than the old one [illegible]s you use the new warplane data disk. $15 (send to SSI with your old disk).

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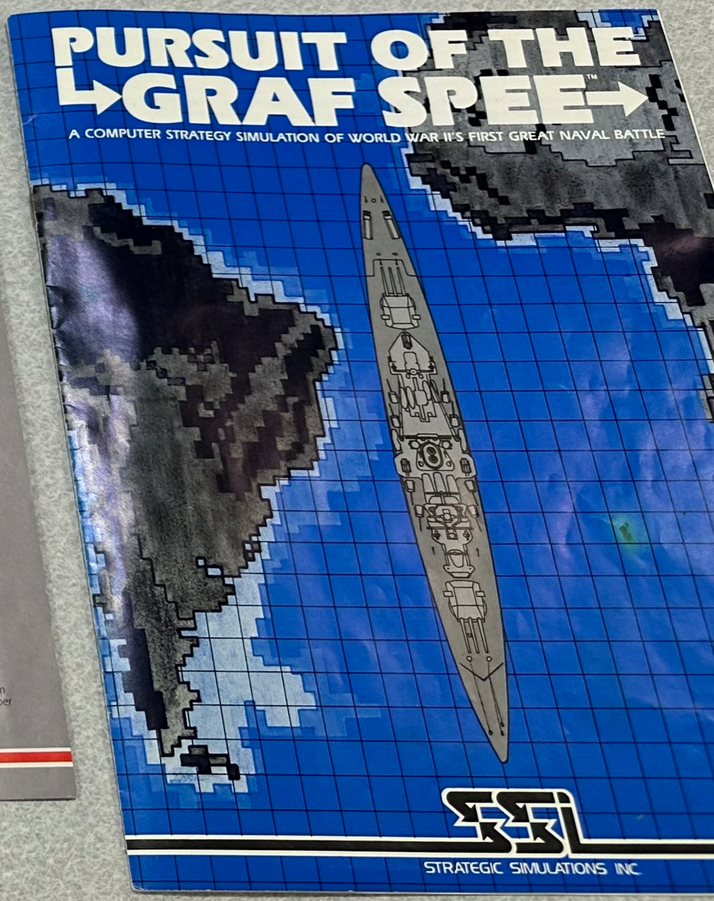
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